

## **AMENDMENT TO THE CLAIMS**

1. (Currently Amended) A system for providing digital entertainment data, the system comprising:

a processor and memory connected to a ~~media-bus~~ system data bus, the memory storing a browser-based graphical user interface and a plurality of content items;

multiple pairs of a tuner and a demodulator ~~pairs~~ with each pair selecting a respective content item from the plurality of content items;

a media ~~system~~ data bus connected to the system data ~~media~~ bus and ~~receiving information signals~~;

a video overlay processor having a first input connected to the media bus, a second input connected to ~~between~~ the system data bus, and an output connected to the ~~system data bus the media-bus~~, the video overlay processor superimposing a first audio-visual signal over a second audio-visual signal to produce a superimposed signal and sending the superimposed signal to the system data bus;

a network bus connected to the system data bus and receiving the superimposed signal ~~and the information signals~~;

a data switch connected to the network bus that receives ~~and to the system data bus, the data switch receiving the superimposed signal and the information signals and that sends~~ sending the superimposed signal ~~and the information signals~~ to a plurality of switch ports; and

a mass storage device connected to the system data bus and ~~storing the information signals~~;

~~multiple tuner and demodulator pairs with each pair selecting a respective content item from the plurality of content items; and~~

~~each tuner and demodulator pair connected to the system data bus and connected to an analog-to-digital converter, each tuner and demodulator pair sending an analog information signal to the analog-to-digital converter, and the analog-to-digital converter~~

~~outputting digital information signal based at least in part on the analog information signal.~~

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5. (Previously Presented) The system of claim 1, wherein the mass storage device stores an item identifier corresponding to each stored content item, the item identifier having a value that indicates the content item has been played, another value indicating the content item has been purchased, and a third value indicating the content item has been licensed.
6. (Previously Presented) The system of claim 1, wherein the mass storage device stores an item identifier corresponding to each stored content item, the item identifier storing a cost of playback for each content item and a second cost of purchase for each content item.
7. (Previously Presented) The system of claim 1, wherein a broadband data port couples to the data switch to receive a content item from a broadband data service provider, the content item downloaded and stored on the mass storage device at a data rate that is less than a playback rate in bytes per second, and the system monitoring when a remaining amount of time required to complete the download is less than a playback time of the content item, such that the system may indicate that the content item is available for playback.
8. (Previously Presented) The system of claim 1, wherein a broadband data port couples to the data switch to receive a content item from a broadband service provider, the content item communicated from the data switch for storage at the mass storage device, the content item comprising a content item storage position identifier specifying a logical storage position in the mass storage device, and when new content items are downloaded and stored, a new content item storage position identifier is also downloaded for the content item already stored on the mass storage device.

9. (Currently Amended) The system of claim 8, further comprising a first multimedia input ~~[[,]] the first multimedia input~~ coupled to the multiple pairs of tuner and demodulator ~~pairs~~, wherein the first multimedia input is to receive a plurality of transmission signals.
10. (Previously Presented) The system of claim 9, wherein the plurality of transmission signals include a plurality of television program signals.
11. (Previously Presented) The system of claim 9, wherein the plurality of transmission signals include an audio signal.
12. (Previously Presented) The system of claim 9, wherein the plurality of transmission signals include a data signal.
13. (Previously Presented) The system of claim 9, wherein the plurality of transmissions signals are received from a transmission facility selected from the group consisting of a direct broadcast satellite, a cable headend, and a terrestrial transmitter.
14. (Previously Presented) The system of claim 9, wherein the plurality of transmission signals are multiplexed transmission signals selected from the group of frequency divided multiplexed transmission signals, time divided multiplexed transmission signals, code divided multiplexed transmission signals, wavelength divided multiplexed transmission signals, and dense wavelength divided multiplexed transmission signals.
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- 36. (Currently Amended) A method of providing digital entertainment data, the method comprising:

~~receiving a plurality of transmission signals at multiple tuners, each transmission signal including an information signal;~~

~~selecting an analog information signal from a tuner a first transmission signal of the plurality of transmission signals;~~

~~connecting the multiple tuners to a system data bus and to an analog-to-digital converter;~~

~~sending the analog information signal to the analog-to-digital converter;~~

~~outputting a digital information signal from the analog-to-digital converter that is based at least in part on the analog information signal;~~

~~connecting the tuner to a decryption circuit;~~

~~receiving an encrypted information signal from the tuner;~~

~~decrypting the encrypted information signal to produce a decrypted information signal;~~

~~connecting a decoder circuit to the decryption circuit to convert the decrypted information signal from one format to a second format;~~

~~connecting a cipher/decipher circuit to the decoder circuit and to the analog-to-digital converter to decipher the digital information received from the analog-to-digital~~

converter and to decipher the converted decrypted information signal received from the decoder circuit;

connecting the cipher/decipher circuit to a media bus and sending deciphered information signals to the media bus;

connecting the system data bus to the media bus;

configuring the system data bus to only receive the deciphered information signals from the media bus, the system data bus unable to send information to the media bus;

demodulating the first transmission signal to isolate a first information signal;

sending the first information signal over a media bus;

connecting the media bus to a system data bus;

storing the first information signal on a mass storage device connected to the system data bus;

connecting an input of a video overlay processor to the media bus, connecting another input of the video overlay processor to between the system data bus, and connecting an output of the video overlay processor to the system data media bus;

receiving the deciphered information signals from the media bus at the video overlay processor;

receiving the first information signal from the media bus at the video overlay processor;

superimposing a first audio-video signal over a second audio-video signal by the video overlay processor to produce a superimposed signal;

sending the superimposed signal to the system data bus;

sending the first information signal from the media bus to the system data bus;

connecting a network bus to the system data bus;

receiving system data bus information the first information signal and the superimposed signal at the network bus; and

connecting a data switch to the network bus to receive the first information signal system data bus information and the superimposed signal and sending the first

~~information signal~~ system data bus information and the superimposed signal to one or more switch ports of the data switch.

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- 39. (Previously Presented) The method of claim 36, further comprising storing a browser-based graphical user interface in the mass storage device and receiving an instruction to retrieve the graphical user interface from the mass storage device.
- 40. (Previously Presented) The method of claim 36, further comprising storing an item identifier having a value that indicates content has been played, another value indicating the content has been purchased, and a third value indicating the content has been licensed.
- 41. (Previously Presented) The method of claim 36, further comprising storing an item identifier indicating a cost of playback and a second cost of purchase.
- 42. (Previously Presented) The method of claim 36, further comprising receiving an item identifier corresponding to content downloaded a data rate that is less than a playback rate in bytes per second, and when a remaining amount of time required to complete the download is less than a playback time of the content, then indicating that the content is available for playback.
- 43. (Previously Presented) The method of claim 36, further comprising receiving an item identifier comprising a storage position identifier specifying a logical storage position in the mass storage device, and when new content is downloaded and stored, then downloading a new storage position identifier for the content already stored on the mass storage device.
- 44. (Previously Presented) The method of claim 36, wherein the digital data switch is an Ethernet switch.

45. (Previously Presented) The method of claim 36, wherein the digital data switch is a router.
46. (Previously Presented) The method of claim 36, wherein the first broadband communication link is selected from the group consisting of a category 5 cable, a category 5e cable, a category 6 cable, a category 7 cable, and an OC-3 cable.
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